

GENERATING A MUSICAL PART  
FROM AN ELECTRONIC MUSIC FILE

Abstract

5           Generating a pitched musical part from an electronic  
music file comprised of instrumental parts includes  
generating a control stream that indicates which of the  
instrumental parts has a highest value for a period of time,  
selecting one of the instrumental parts for the period of  
10           time based on the control stream, and outputting the  
selected instrumental part for the period of time to produce  
the musical part. Generating a non-pitched musical part  
from an electronic music file includes identifying patterns  
in the electronic music file and selectively combining the  
15           patterns to produce the musical part.